

LEM

BARD

1

ANCESTRY HALFLING (GUTSY) **BACKGROUND** ENTERTAINER

SPEED 25 FEET **PERCEPTION** +6 (EXPERT)

ALIGNMENT CHAOTIC GOOD

LANGUAGES COMMON, HALFLING, INFERNAL

STRENGTH **STR** 8 MODIFIER (-1) **DEXTERITY** **DEX** 16 MODIFIER (+3) **CONSTITUTION** **CON** 12 MODIFIER (+1)

INTELLIGENCE **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 18 MODIFIER (+4)

STRIKES

MELEE ♦ shortsword +6 (agile, finesse, versatile S), 1d6-1 piercing

RANGED ♦ shortbow +6 (deadly d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX) +6 •	ARCANA (INT) +1	ATHLETICS (STR) -1
CRAFTING (INT) +1	DECEPTION (CHA) +7 •	DIPLOMACY (CHA) +7 •
INTIMIDATION (CHA) +4	THEATER LORE (INT) +4 •	LORE (OTHER: INT) +1
MEDICINE (WIS) +1	NATURE (WIS) +1	OCCULTISM (INT) +4 •
PERFORMANCE (CHA) +7 •	RELIGION (WIS) +1	SOCIETY (INT) +4 •
STEALTH (DEX) +6 •	SURVIVAL (WIS) +1	THIEVERY (DEX) +6 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Halfling Luck

CLASS FEATS Lingering Composition

SKILL FEATS Fascinating Performance

CLASS ABILITIES muse (maestro)

DEFENSES

HIT POINTS 15 **ARMOR CLASS** 17

FORTITUDE +4 **REFLEX** +6 **WILL** +6

Gutsy: Lem has a benefit on saves against fear effects.

SPELLS

SPELL ROLL +7 **DC** 17

PATHFINDER

EQUIPMENT

BULK 4, 4L

WORN backpack, padded armor

WEAPONS shortbow (20 arrows), shortsword

STOWED bedroll, candle (10), flint and steel, flute, minor elixir of life, lesser thunderstone, rations (3 weeks), scroll case, sheath, thieves' tools, waterskin, writing set

WEALTH 1 gp, 8 sp, 9 cp

SPELLS

CANTRIPS (AT WILL) daze, ghost sound, inspire courage, light, prestidigitation, telekinetic projectile

1ST LEVEL (2/DAY) charm, fear, soothe



WHAT IS A BARD?

You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. You use your magic-infused songs to influence minds and elevate souls to new levels of heroics.

LEM

EQUIPMENT

The following rules apply to Lem's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Deadly (trait): On a critical hit, the weapon adds a weapon damage of the listed size; this is added after doubling the weapon's damage.

☐ **Elixir of Life, Minor:** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Thieves' Tools: You need these tools in order to Pick Locks or Disable Devices.

☐ **Lesser Thunderstone** (alchemical, bomb, consumable, sonic, splash)

Activate ⬥ Strike.; **Effect** This bomb deals 1d4 sonic damage and 1 sonic splash damage, and any creature within 10 feet that fails a DC 17 Fortitude save is deafened until the end of its next turn.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Lem's feats and abilities are described below.

Gutsy Halfling: Your ability to keep your wits about you even when the chips are down make you incredibly reliable. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

☐ **Halfling Luck** (fortune) ⬥ **Frequency** once per day; **Trigger** You fail a skill check or saving throw. **Effect** You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

Muse (Maestro): Your muse grants you the *lingering composition* focus spell (see Focus points below).

Occult Spellcasting: Lem can cast occult spells using the Cast a Spell activity. See the Spells section below for details on the spells Lem has in his repertoire.

☐ ☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast the composition spells *counter performance* and *lingering composition*. Each use of these spells uses 1 Focus Point, and Lem currently has a total Focus Point pool of 2.

Counter Performance (composition, enchantment, fortune, mental) **Cast** ⬥ somatic or verbal; **Trigger** You or an ally within 60 feet rolls a saving throw against an auditory or visual effect. **Area** 60-foot emanation. **Effect** Your performance protects you and your allies. Roll a Performance check (auditory for an auditory trigger, visual for a visual trigger). You and allies in the area can use the better result between your Performance check and the saving throw.

Lingering Composition (bard, enchantment) **Cast** ⬥ verbal; **Effect** If your next action is to cast a composition cantrip, such as *inspire courage*, attempt a Performance check. The DC is a standard-difficulty DC of a level equal to the highest level target of your composition. The effect depends on the result of your check.

Critical Success The composition lasts 4 rounds.

Success The composition lasts 3 rounds.

Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

BATHFINDER

SPELLS

Lem can cast the following spells. He can cast his 1st-level spells two times per day in any combination.

Charm (emotion, enchantment, incapacitation, mental) **Cast** ⬥ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** 1 hour; **Effect** To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (usually with Identify Magic).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Daze (cantrip, enchantment, mental, nonlethal); **Cast** ⬥ somatic, verbal; **Targets** 1 creature; **Range** 60 feet; **Effect** You cloud the target's mind with a mental jolt, dealing 4 damage. The target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

Fear (emotion, enchantment, fear, mental); **Cast** ⬥ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Ghost Sound (auditory, cantrip, illusion); **Cast** ⬥ somatic, verbal; **Range** 30 feet; **Duration** sustained; **Effect** You create an auditory illusion of simple sounds that emanates from a location within 30 feet. This has a maximum volume equivalent to four humans shouting, but you can't create intelligible words or other complex sounds (like music).

Inspire Courage (bard, cantrip, composition, emotion, enchantment, mental)

Cast ⬥ verbal; **Area** 60-foot emanation; **Duration** 1 round; **Effect** Your words of encouragement inspire all allies in a 60-foot emanation, granting you and all allies a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

Light (cantrip, evocation, light); **Cast** ⬥ somatic, verbal; **Range** touch; **Targets** 1 unattended, non-magical object of 1 Bulk or less; **Effect** You make one object shed bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. This lasts until you next regain your spells for the day or until you cast this spell on another object.

Prestidigitation (cantrip, evocation) **Cast** ⬥ somatic, verbal; **Range** 10 feet; **Targets** 1 object; **Effect** You perform minor effects for as long as you Sustain the Spell. This can include activities such as cooking a small amount of food, picking up or manipulating a light object, or cleaning a set of clothes.

Soothe (emotion, enchantment, healing, mental) **Cast** ⬥ (somatic, verbal); **Range** 30 feet; **Targets** 1 willing living creature; **Duration** 1 minute; **Effect** You grace the mind of one willing target within 30 feet, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for 1 minute.

Telekinetic Projectile (attack, cantrip, evocation) **Cast** ⬥ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a ranged attack against the target. If you hit, you deal 1d6+4 bludgeoning, piercing, or slashing damage to the target. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.